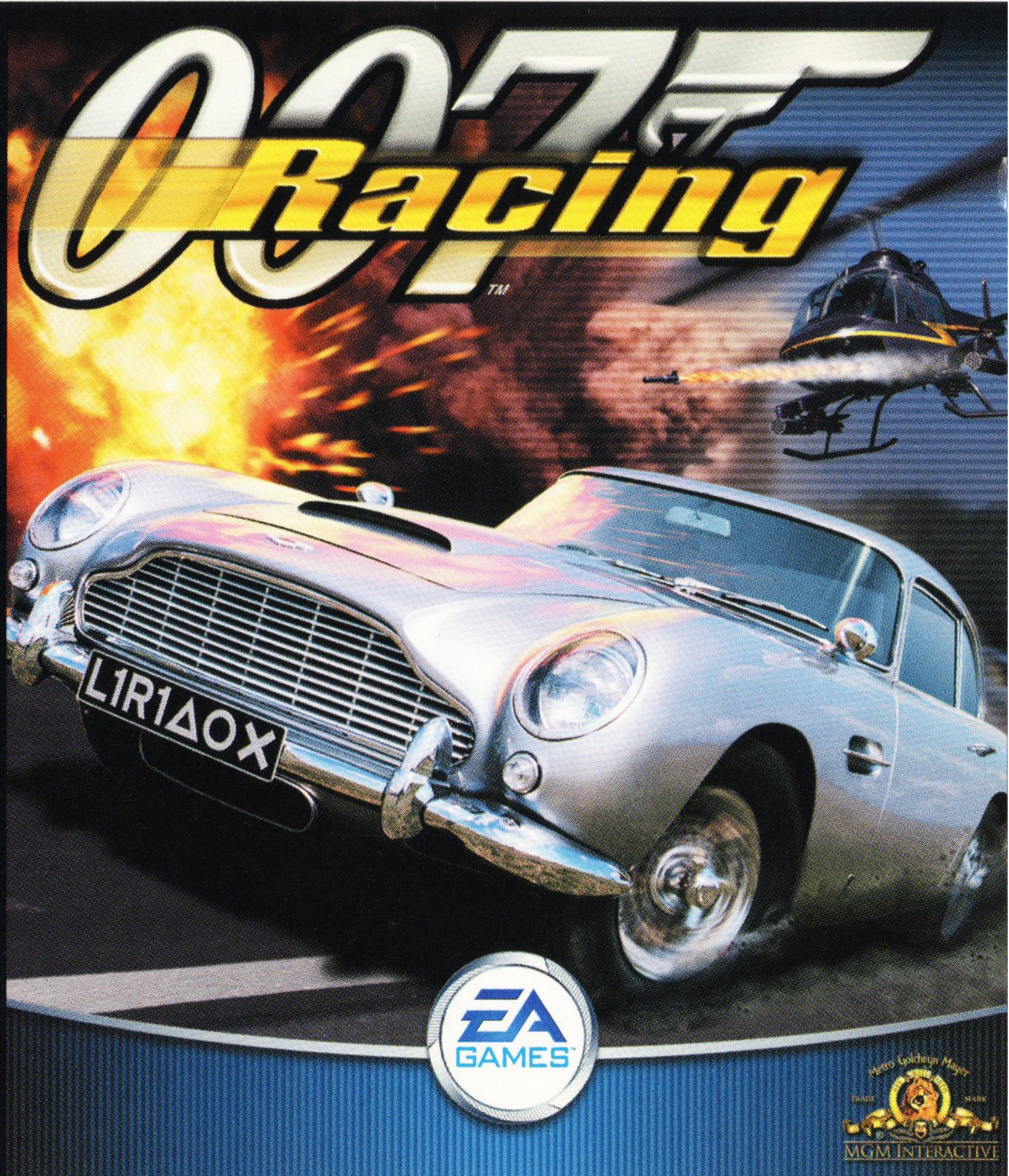
PlayStation®

NTSC U/C

PlayStation®

007 Racing™



EA GAMES™

Metro-Goldwyn-Mayer TRADE MARK

MGM INTERACTIVE

TEEN

CONTENT RATED BY ESRB

SLUS-01300

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game-dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions-IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial product or peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- ✦ This compact disc is intended for use only with the PlayStation game console.
- ✦ Do not bend it, crush it, or submerge it in liquids.
- ✦ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ✦ Be sure to take an occasional rest break during extended play.
- ✦ Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Oiaging

CONTENTS

STARTING THE GAME 2

COMMAND REFERENCE 3

BASIC CONTROLS 4

INTRODUCTION 4

SETTING UP THE GAME 5

ON THE ROAD WITH BOND 6

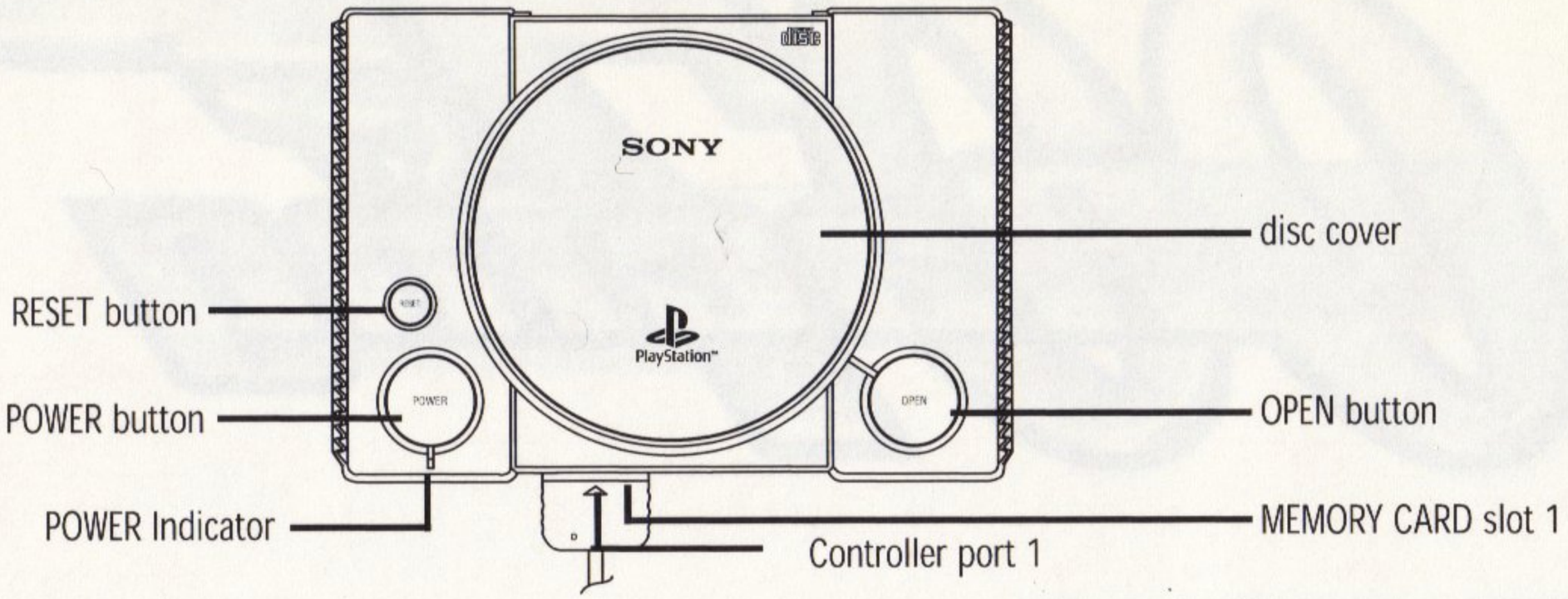
MISSIONS MODE 9

TWO PLAYER MODE 11

SAVING AND LOADING 12

CREDITS 13

STARTING THE GAME



1. Set up your PlayStation game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**

2. Insert the *007™ Racing* disc and close the disc cover.

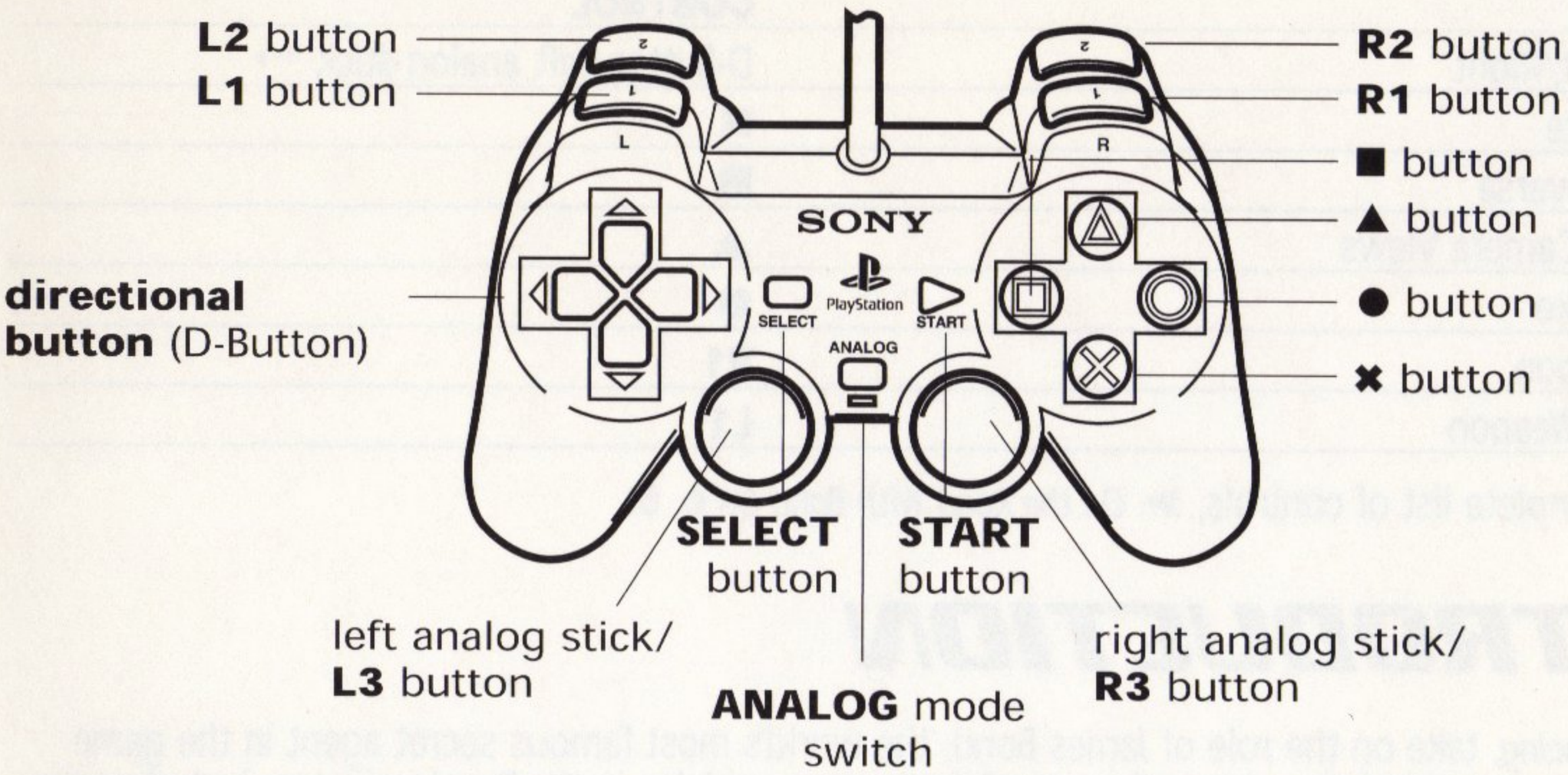
3. Insert game controllers and turn on the PlayStation game console. The EA GAMES and other introductory screens appear, followed by the Title screen.

⇨ Press **START** or ✖ to cancel the video sequence.

4. At the Title screen, press START. The Mission HQ screen appears (➤ p. 5).

COMMAND REFERENCE

DUALSHOCK™ analog controller



MENU CONTROLS

Highlight menu items	D-Button ↕
Cycle choices	D-Button ↔
Select/Go to next screen	✖
Return to previous screen	▲
Help Menu	Press and hold ●

BASIC CONTROLS

Master the basic controls to survive in the field.

ACTION	CONTROL
Steer Left/Right	D-Button/left analog stick ↔
Accelerate	✖
Brake/Reverse	■
Change Camera Views	▲
Handbrake	●
Use Weapon	**R1**
Change Weapon	**L1**

For a complete list of controls, ➤ *On the Road With Bond* on p. 6.

INTRODUCTION

In *007 Racing*, take on the role of James Bond, the world's most famous secret agent in the game that puts you behind the wheel of some of the hottest vehicles in the Bond universe, including the Aston Martin® DB5, BMW® Z8, Lotus Esprit and others.

Each of these Bond vehicles comes equipped with a complete arsenal of Q-Branch gadgetry. With daunting missions against a host of Bond villains, you'll need all your wits to survive these assignments in one piece. Set within a variety of exotic locales, the missions are inspired from the greatest 007 films and include assignments of pursuit, evasion, stealth, and surveillance.

Be Bond behind the wheel!

FOR MORE INFO about this and other titles, check out EA GAMES™ on the web at **www.eagames.com**.

SETTING UP THE GAME

MISSION HQ SCREEN

Select a game mode or set play options before hitting the road.

MISSIONS Choose a one-player assignment.

TWO PLAYER Engage in a two player battle.

OPTIONS Access the Options screen.

RECORDS View a list of the best scores for each mission.

CHEATS Access the game's cheat area.

NOTE: Default settings in this manual appear in **bold** type.

OPTIONS SCREEN

Choose the options you want to play with.

PICTURE Use the D-Button to center the game screen on your TV, then press ✖ to confirm.

AUDIO Choose **STEREO** or MONO, set volume levels for Music, Sound Effects and Speech, and toggle through the in-game music.

CONTROLLER Choose a desired controller configuration.

MEMORY CARD Load or save your game or settings. (➤ p. 12)

VIEW VIDEOS View selected cinematic sequences from the game.

NOTE: Certain sequences may not be viewable until they are unlocked.

VIEW CREDITS Check out the game credits.

ON THE ROAD WITH BOND

DEFAULT DRIVING COMMANDS

Each car in *007 Racing* has a unique feel based on its performance characteristics. However, the driving controls are consistent no matter which vehicle you are driving.

NOTE: All vehicles in *007 Racing* have automatic transmission.

DRIVING BASICS

- To **accelerate**, press ✖.
- To **steer** left/right, press the D-Button or left analog stick ↔.
- To **brake/reverse**, press ■.

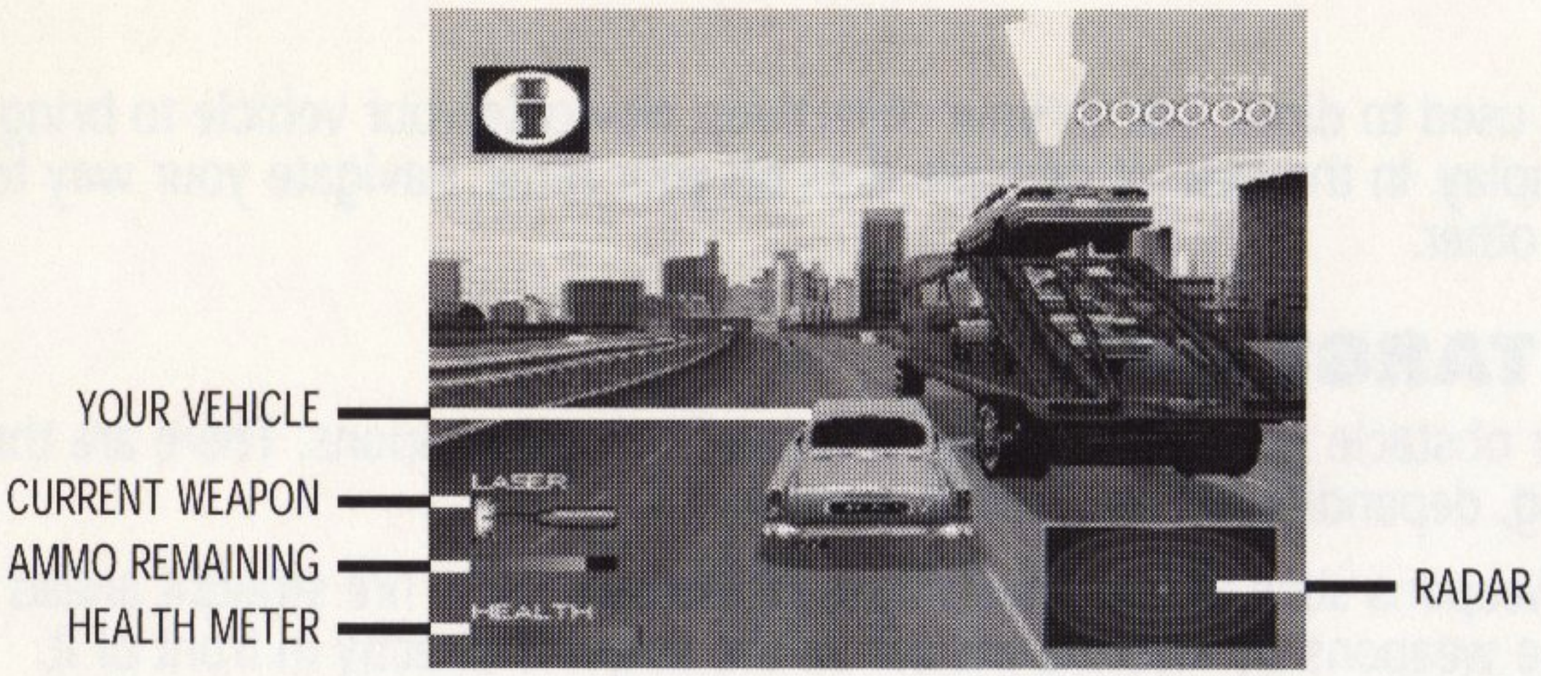
CHECK OUT THE ANGLES

- To cycle through **camera view**s, press ▲.
- To toggle all **on-screen gauges ON**/OFF, hold ▲ for two seconds.
- To **look behind** you, press and hold **L2**.

TOTAL CONTROL

- To **fire a weapon/activate a gadget**, press **R1**.
- To **fire two weapons simultaneously**, press and hold **R2**, then press **R1**.
- To pull the **hand brake**, press ●. Use this command to quickly spin the car 180 degrees.
- To **select a weapon or gadget**, press **L1**.

GAME SCREEN



PAUSE MENU

You can access the Pause menu at anytime to adjust options, restart, or abort the mission.

➪ To pause a mission, press **START**. The Pause menu appears.

CONTINUE	Resume your current mission.
RESTART MISSION	Restart the current mission.
MISSION OBJECTIVES	View the list of mission objectives.
PICTURE	Use the D-Button to center the game screen on your monitor, then press ✖ to confirm.
AUDIO	Choose **STEREO** or MONO, set volume levels for Music, Sound Effects and Speech, and toggle through the in-game music.
CAMERA RESPONSE	Adjust how quickly the camera follows your car, from **SLOW** to FAST.
QUIT MISSION	Select to abort the current mission, then select YES to confirm.

NAVIGATION AND WEAPONS TARGETING

RADAR

The radar display is used to direct you to your objectives. Navigate your vehicle to bring the dot to the center of the display. In the case of multiple dots on your radar, navigate your way to each of them, one after the other.

WEAPONS TARGETING

Once your enemy or obstacle is in visual range, you can fire your weapons. There are three methods of targeting, depending on the type of weapon:

1. **Fixed Aiming:** Weapons such as Hellfire Rockets or Machine Guns fire straight ahead of your car. You aim these weapons by steering the car so the target is directly in front of it.
2. **Auto Aiming:** The Stinger Missile is auto aiming. The white cursor will automatically track to the target, and will change to green when the target is locked and in range. Only fire the weapon once the target is locked.
3. **Manual Aiming:** Some weapons, such as the TSP Missile Launcher, require manual aiming. When you first activate the weapon a targeting scope overlays the screen. Use the D-Button to manually move the cross-hair over the target. You can track your target more quickly by holding **R2** while using the D-Button, and cycle the zoom setting of the scope by pressing ▲ to change view.

MISSIONS MODE

Enter the world of James Bond in a challenging story mode that places you in the center of the action. In Missions mode, you play as Bond in a variety of challenging scenarios and must overcome both deadly obstacles and dangerous adversaries to complete each assignment.

To begin Missions mode:

1. On the Mission HQ screen, choose MISSIONS. The Select Game screen appears.

2. On the Select Game screen, select one of the following three options.

❒ **NEW GAME**: Start a new game.

❒ **CONTINUE GAME:** Continue your current adventure.

❒ **LOAD GAME:** Load a previously saved adventure.

3. After selecting NEW GAME, the Select Difficulty screen appears. Here you can choose between AGENT or 00 AGENT skill levels. After selecting a difficulty level (or selecting CONTINUE GAME from the Select Game screen), the Select Mission screen appears.

❒ **AGENT:** The recommended setting for novice agents.

❒ **00 AGENT:** The ultimate challenge for an experienced agent.

NOTE: The 00 AGENT mode is only available after completing AGENT mode.

4. On the Select Mission screen, press ✖ to play the current mission or press the D-Button to select a previously-completed mission, then press ✖. The Mission Objective screen appears.

5. Press the D-Button to scroll from mission objectives to the story background for each mission. Press ✖ to load the mission.

AFTER THE MISSION

Upon completion of a mission, a replay is shown along with a Mission Debriefing menu.

➪ To view the replay without the Mission Debriefing overlay, press ▲.

➪ To pause the replay and view replay options, or restart the current mission, press **START**.

➪ After viewing the Mission Debriefing menu, press ✖ to continue. If you have achieved a high score, the Enter Name screen appears allowing you to enter your name. Records are then displayed before returning to the Select Mission screen

❒ The first and last missions will have a cinematic sequence following. Press ✖ to bypass the sequence.

MISSION OBJECTIVES AND SCORING

OBJECTIVES

007 Racing contains challenging Bond-style missions. To complete a mission successfully, you must complete all of the mission objectives displayed in the Mission Objectives screen and achieve a pass rating allocated to that mission. Your rating is calculated from your score on the Mission Debriefing screen at the completion of the mission. You may also view the mission objectives from the Pause Menu.

SCORING

In *007 Racing*, you receive points for completing mission objectives, and for disabling enemy vehicles and strongholds that engage you during your assignments. Bonus points are also awarded based on how quickly you finish a mission.

NOTE: It is possible to lose points by being careless with your weapons. For example, continuing to fire weapons at a vehicle that is already disabled can reduce your score.

TWO PLAYER MODE

In addition to the Missions mode, *007 Racing* contains two multiplayer modes in which two players can compete. Simply choose a game, pick your car and a location to race in, and then engage in battle to prove who is the best on wheels.

TWO PLAYER GAMES SCREEN

Select a two player game mode.

To start a Two Player Race:

1. Select a game mode from the Two Player Games screen. The Car Select screen appears.
2. Press the D-Button ↔ to highlight a vehicle, then press ✖ to select. After each player selects a car, the Weapon Select screen appears.
3. Press the D-Button ↔ to highlight a weapon, then press ✖ to toggle that weapon on or off. After a weapon is selected as active, it becomes available for use in the game. Select CONTINUE and the Enter Name screen appears.
4. On the Enter Name screen, enter a name, then select CONTINUE. After each player's name is entered, the Game Setup screen appears.
5. Press the D-Button ↔ to select the number of rounds to play, and in Pass the Bomb, to select the length of the bomb's fuse. Select CONTINUE and the Select Mission screen appears.
6. Press the D-Button ↔ to highlight a mission location and then press 6 to select. The loading screen appears.

CHALLENGE

In Challenge mode, two players compete in a selected mission location. Once the challenge begins, collect weapons and health icons scattered throughout the map and use them to eliminate your opponent.

PASS THE BOMB

In Pass the Bomb, two players duel to the finish in a selected mission location. At the start of the level, one player is allocated "the bomb" with an electronic fuse that begins to count down on the

player's screen. When the two cars collide, the bomb is passed from one vehicle to the other. When the timer on the bomb reaches zero, the vehicle in possession of the bomb explodes, and the round is awarded to the survivor. Play continues in this manner until one player is declared the overall winner.

SAVING AND LOADING

007 Racing allows you to save game data or settings with the use of a MEMORY CARD.

NOTE: Never insert or remove a MEMORY CARD when loading or saving files.

To load a saved game or settings:

1. Select OPTIONS from the Main menu. The Options screen appears.

2. On the Options screen, select MEMORY CARD. A Load/Save menu appears.

3. Select LOAD GAME or LOAD SETTINGS. The Load menu highlights.

4. Highlight the file you want to load, then press ✖. The game data or settings load.

To save a game or settings:

1. Select OPTIONS from the Main menu. The Options screen appears.

2. On the Options screen, select MEMORY CARD. A Load/Save menu appears.

3. Select SAVE GAME or SAVE SETTINGS. The game data or settings are saved.

CREDITS

DEVELOPED BY EUTECHNYX

Project Director: Brian Jobling

Programming Manager: Andrew Perella

Studio Manager: Malcolm Montgomery

Lead Programmer: Peter Davies

Programming Team: Cameron Patterson, Joanne Middleton, Caleb Leeke, Steven Stewart

Art Team: Michael Cairns, Brian Howie, Jonathan Chater, Malcolm Chater, John Collins, Richard Coates, Oliver Gainford, Steven Mulholland, Chris Owens, Michael Owens, Anthony Thornton, Mark Ward

Game Design: Kev Shaw, Paul Jobling, Malcolm Montgomery, Brian Jobling, Andrew Perella, Darren Jobling, Peter Davies

Game Set Up: Graham James, Campbell Muir, Steven Haigh, Jonathan Stobbs

Operations Director: Darren Jobling

Marketing Director: Paul Jobling

Sound Effects: Jonathan Colling at Octagon Music Productions

Menu Music: Allister Brimble

PRODUCED BY EA CANADA

Executive Producer: Hanno Lemke

Producer: Tony Parkes

Associate Producer: Serena Whitters

Assistant Producer: Jason DeLong

Localization Producer: Arlaine Walker

Contributing Producer: Scott Blackwood

Contributing Designer: Scott Probin

Production Coordinator: Xenia Mul
Senior Development Director: Marcel LaForce
Development Directors: Brett Bradstock, Harry Ross
Technical Director: Brad Gour
Art Director: Scott Jackson
Mission Music: Morphadron, Wicked Lester, Crispin Hands courtesy of Lionshead Entertainment
Mix Engineer: Hiwatt Marshall
Speech Manager & Senior Editor: Jennifer Lewis
Speech Editor: Rob Plotnikoff, Crispin Hands, Saki Kaskas
Character Dialogue: Hanno Lemke, Brooke Burgess, Jason DeLong
Additional Character Dialogue: Richard Schenkman at Global Multitronics, Inc.
Original Story & Characters: Brooke Burgess
Video Compression: Mark Ricard
Photography: Adam Myhill

MARKETING

North American Marketing Manager: Peter Royea
European Marketing Manager: Audrey Meehan

CINEMATICS AND VIDEO

Intro and Finale Sequences: Digital Animations
'Bond Girl' Sequences: The Ballistic Pixel Lab
Title Sequence: William Morrison

TALENT

Special Guest Talent: John Cleese as "R"

Voice Talent (UK): Miles Anderson, Tim Bentinck, Adam Blackwood, Caron Pascoe

Voice Talent (Canada): Alistair Abell, Deborah Demille, Philip Hayes, Bill Mondy, Rebecca Reichert, Kim Restell, Elizabeth Carol Savenkoff, Cathy Weseluk, Serena Whitters

Character Model Talent: Inez Jesionowski, Liesa Norman, Mary Kwan, Sara Stockstad, Kenneth Jeary

EA CANADA QA

QA Project Manager: David Ham

QA Team Lead: Darcy Pajak

QA Software Senior Testers: Gordon Thornton, Paul Byrom

Project Testers: Michael Bromley, Tim Dale, Navdeep Gil, Ryan Greenhow, Mike Love, Robert MacDermott, Michael Mahar, Avinash Narayan, Andrew Pojar, Brad Porteous, Dan Smith, Carvy Spindler, Justin Wiebe, Chris Dellinger

QA Tech Lead: Brian Oberquell

Mastering: Peter Petkov, Cary Chao, Rafael Erana

QA Database Admin: Bob Purewal, Jason Feser

EA REDWOOD SHORES

Package Design: Mike Lippert

Package Project Management: Vyn Arnold

Public Relations: Jerris Mungai

Internet: Bobby Lew

Package Illustration/Photography: Courtesy of MGM

Documentation: Anthony Lynch

Documentation Layout: Big Idea Group

Customer Quality Control: Anthony Barbagallo, Tony Alexander, Benjamin Crick, Dave Knudson, Micah Pritchard, Darryl Jenkins, Andrew Young, Dave Kellum, Benjamin Smith

LICENSING

ELECTRONIC ARTS INC.

VP, Business Affairs: Joel Linzner
Director of Business Affairs, EARS: Robert Gonzales
Director of Business Affairs, EAC: Brian Ward
Director, Business and Product Development, EAC: Frank Pape
Legal: Sue Garfield, JoAnn Covington

Aston Martin Lagonda Limited: David Byrne, Julie Dalton
BMW AG: Lars Freisinger, Hans-Peter Ketterl
Group Lotus Limited: Katie Dann

MGM INTERACTIVE

President, Home Entertainment Group: David Bishop
Executive Producer: Neil Haldar
Executive Producer, DANJAQ, LLC: Simon Mathew
Executive Director: Pamela Trucano
Executive Vice President, Worldwide Marketing: Blake Thomas
Vice President, Business & Legal Affairs: Robert Rader
Senior Test Lead: Pax Adair
Test Lead: David Guzman
Testers: Carlo Serrano, James Myers
Senior Financial Analyst: Eric Medel
Assistant Extraordinaire: Laura Wilson
MGM Special Thanks: Phyllis Gordon, Mark Leino, Matt Lieberman, Chris Neel, David Elsey, Lee Nedler, Allyssa Moore, David Pope, DANJAQ, LLC, Megan Crawford, John Ryan

SPECIAL THANKS

Leigh Matty and Jonathan Cook at Hobsons International, Gail Murphy at The Characters Talent Agency, Trina Allen at Pacific Artists Management, Karen Roberts at Post Modern Sound, David Croft at The Tape Gallery, Mark Lange, Sam Hofer, Tom Raycove, Francois Lafleur, Jessica Cecena, Carmen Vars at John Casablancas Vancouver Model Management, Tracy Juliver, Tse Cheng Lo

NEED A HINT? Call EA's HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week!

In the **US**, dial **900-288-HINT (4468). 95c per minute.**

In CANADA, dial 900-451-4873. $1.15 (Canadian) per minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser that this product is free from defects in materials and workmanship for a period of 90 days from the date of purchase. Electronic Arts is not liable for any losses or damages of any kind resulting from the use of this product. If the product is found to be defective within the 90-day warranty period, Electronic Arts agrees to repair or replace the product at its option free of charge.

This warranty shall not be applicable and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS

This warranty is in place of all other warranties and no other representations or claims of any nature shall be binding on or obligate Electronic Arts. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose, are limited to 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of this Electronic Arts product.

Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

RETURNS WITHIN 90-DAY WARRANTY PERIOD

Please return the product along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

RETURNS AFTER THE 90-DAY WARRANTY PERIOD

Please return the product along with a check or money order for $15.00 made payable to Electronic Arts, and a brief description of the difficulty you are experiencing including your name, address, and phone number to the address below.

We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice. This manual and the product described in this manual are copyrighted. All rights are reserved. No part of this manual may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior written consent of Electronic Arts.

Electronic Arts Customer Warranty

P.O. Box 9025

Redwood City, California 94063-9025

Web page: www.ea.com

Email: warranty@ea.com

Phone: (650) 628-1900

Fax: (650) 628-5999.

TECHNICAL SUPPORT

If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30–11:45 AM or 1:00–4:30 PM, Pacific Standard Time. **No hints or codes are available from (650) 628-4322. You must call EA's Hints & Information Hotline for tips or codes.**

EA Tech Support Fax: (650) 628-5999

HOW TO REACH US ONLINE

Internet E-mail: support@ea.com

World Wide Web: http://techsupport.ea.com

FTP: ftp.ea.com

If you live outside of the United States, you can contact one of our other offices.

In **Australia**, contact:

Electronic Arts Pty. Ltd.

P.O. Box 432

Southport Qld 4215, Australia

In the **United Kingdom**, contact:

Electronic Arts Ltd.

P.O. Box 181

Chertsey, KT16 0YL, UK

Phone (0870) 2432435.

In **Australia**: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM–8 PM. If you are under 18 years of

age parental consent required.

007 RACING Interactive Game (all object code, all other software components and certain audio visual components only) © 2000 Electronic Arts Inc. All rights reserved. Software Technology © 2000 Eutechnyx Limited. All rights reserved. 007 RACING Interactive Game (certain audiovisual components) © 2000 Danjaq, LLC, and United Artists Corporation. James Bond, 007, James Bond Gun and Iris Logos and all other James Bond related properties © 1962-2000 Danjaq, LLC, and United Artists Corporation. JAMES BOND, 007, James Bond Gun and Iris Logos and all other James Bond related trademarks TM Danjaq, LLC. BMW Z8, BMW Z3 and BMW 750iL are trademarks of BMW AG. The ASTON MARTIN®, ASTON MARTIN VANTAGE and ASTON MARTIN DB5 trademarks and trade dress are the trademarks of Aston Martin Lagonda Limited, and are used under license. Esprit, Lotus and Lotus Round Device are registered trade marks of Group Lotus plc. Electronic Arts, EA GAMES and the EA GAMES logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. EA GAMES™ is an Electronic Arts™ brand.

PlayStation and the PlayStation logos are registered trademarks and DUALSHOCK is a trademark of Sony Computer Entertainment Inc.

All other trademarks are the property of their respective owners.

Voices may not be of the actor who portrayed the role in the film.

007 Racing Proof of Purchase

1425105

Now Available

007 The World Is Not Enough

- **Bond's Best Missions!** Battle through 11 exciting levels with a variety of objectives.
- **Over 20 Q-Lab Gadgets and Weapons!** Bond's P2K, Infrared Glasses, Cell Phone Stunner, and many more.
- **All-new 3D Engine!** High-resolution textures, fast framerate and amazing view distances make this the best-looking POV game on the PlayStation® game console.
- **Improved AI!** Enemies will react to you, communicate with each other, and even retreat!
- **Authentic Dialogue!** Interact with other characters and experience movie-like cinematics with full speech.

Electronic Arts, 209 Redwood Shores Parkway, Redwood City, CA 94065-1175
THE WORLD IS NOT ENOUGH Interactive Game (source code) © 2000 Electronic Arts Inc. All rights reserved. Black OPS Game Engine © 1999-2000 Black OPS Entertainment, LLC. THE WORLD IS NOT ENOUGH Interactive Game (certain audiovisual components) © 2000 Danjaq, LLC and United Artists Corporation. James Bond, 007, James Bond Gun and Iris Logos and all other James Bond related properties © 1962-2000 Danjaq, LLC and United Artists Corporation. JAMES BOND, 007, James Bond Gun and Iris Logos and all other James Bond related trademarks TM Danjaq, LLC. Voices may not be of the actor who portrayed the role in the film. Source Code for Character Engine © 1998-2000 Killer Game. Killer Game Engine Licensed From Killer Game. Motorola and the Stylized M Logo are registered trademarks of Motorola, Inc. used with permission. Electronic Arts, EA GAMES and the EA GAMES logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. EA GAMES™ is an Electronic Arts™ brand.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

1425105

PlayStation®

MGM INTERACTIVE

EA GAMES™

TEEN T CONTENT RATED BY ESRB